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	<ol> <li>Implementing reusable object-oriented components</li> <li>Smaragdakis, Y.; Batory, D.;</li> <li>Software Reuse, 1998. Proceedings. Fifth International Conference on</li> <li>2-5 June 1998 Page(s):36 - 45</li> </ol>
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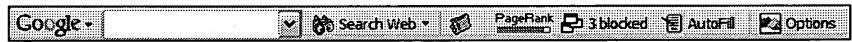
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Index-driven similarity search in metric spaces

Gisli R. Hjaltason, Hanan Samet

December 2003 ACM Transactions on Database Systems (TODS), Volume 28 Issue 4

Full text available: pdf(650.64 KB) Additional Information: full citation, abstract, references, index terms

Similarity search is a very important operation in multimedia databases and other database applications involving complex objects, and involves finding objects in a data set S similar to a query object q, based on some similarity measure. In this article, we focus on methods for similarity search that make the general assumption that similarity is represented with a distance metric d. Existing methods for handling similarity search in this setting typically fall into one of ...

**Keywords**: Hiearchical metric data structures, distance-based indexing, nearest neighborqueries, range queries, ranking, similarity searching

Typing and querying XML documents: some complexity bounds Luc Segoufin

June 2003 Proceedings of the twenty-second ACM SIGMOD-SIGACT-SIGART symposium on Principles of database systems

Full text available: pdf(246.23 KB)

Additional Information: full citation, abstract, references, citings, index

We study the complexity bound of validating XML documents, viewed as labeled unranked ordered trees, against various typing systems like DTDs, XML schemas, tree automata ... We also consider query evaluation complexities for various fragments of XPath. For both problems, validation and query evaluation, we consider data and combined complexity bounds.

<sup>3</sup> Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo July 2001 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 23 Issue 4

Full text available: pdf(1.95 MB)

Additional Information: full citation, abstract, references, citings, index <u>terms</u>

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other

characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

**Keywords:** Automatic parallelization, constraint programming, logic programming, parallelism, prolog

4 Geometric compression through topological surgery

Gabriel Taubin, Jarek Rossignac

April 1998 ACM Transactions on Graphics (TOG), Volume 17 Issue 2

Full text available: pdf(8.98 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The abundance and importance of complex 3-D data bases in major industry segments, the affordability of interactive 3-D rendering for office and consumer use, and the exploitation of the Internet to distribute and share 3-D data have intensified the need for an effective 3-D geometric compression technique that would significantly reduce the time required to transmit 3-D models over digital communication channels, and the amount of memory or disk space required to store the models. Because ...

Keywords: 3D mesh compression, VRML, geometry compression

5 Deterministic generators and games for Ltl fragments

Rajeev Alur, Salvatore La Torre

January 2004 ACM Transactions on Computational Logic (TOCL), Volume 5 Issue 1

Full text available: pdf(208.28 KB) Additional Information: full citation, abstract, references, index terms

Deciding infinite two-player games on finite graphs with the winning condition specified by a linear temporal logic (Ltl) formula, is known to be 2Exptime-complete. In this paper, we identify Ltl fragments of lower complexity. Solving Ltl games typically involves a doubly exponential translation from Ltl formulas to *deterministic*  $\omega$ -automata. First, we show that the *longest distance* (length of the longest simple path) of the generator is also an important parameter, by giving ...

Keywords: Automata, Games, Temporal Logic

6 Special system-oriented section: the best of SIGMOD '94: QuickStore: a high performance mapped object store

Seth J. White, David J. DeWitt

October 1995 The VLDB Journal — The International Journal on Very Large Data Bases,
Volume 4 Issue 4

Full text available: pdf(2.58 MB) Additional Information: full citation, abstract, references, citings

QuickStore is a memory-mapped storage system for persistent C++, built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. This article presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance of QuickStore with the latest implementation of the E programming language. The QuickStore and E systems exemplify the two ba ...

**Keywords:** benchmark, client-server, memory-mapped, object-oriented, performance, pointer swizzling

## 7 QuickStore: a high performance mapped object store

Seth J. White, David J. DeWitt

May 1994 ACM SIGMOD Record, Proceedings of the 1994 ACM SIGMOD international conference on Management of data, Volume 23 Issue 2

Full text available: pdf(1.73 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

This paper presents, QuickStore, a memory-mapped storage system for persistent C++ built on top of the EXODUS Storage Manager. QuickStore provides fast access to in-memory objects by allowing application programs to access objects via normal virtual memory pointers. The paper also presents the results of a detailed performance study using the OO7 benchmark. The study compares the performance of QuickStore with the latest implementation of the E programming language. These systems exemplify ...

#### 8 RICE: Rapid interconnect circuit evaluator

Curtis L. Ratzlaff, Nanda Gopal, Lawrence T. Pillage

June 1991 Proceedings of the 28th conference on ACM/IEEE design automation

Full text available: pdf(752.70 KB) Additional Information: full citation, references, citings, index terms

#### <sup>9</sup> Interactive texture mapping

Jérôme Maillot, Hussein Yahia, Anne Verroust

September 1993 Proceedings of the 20th annual conference on Computer graphics and interactive techniques

Full text available: pdf(407.26 KB) Additional Information: full citation, references, citings, index terms

Keywords: interaction, realistic rendering, texture map distortion, texture mapping

## 10 Parallelizing OODBMS traversals: a performance evaluation

David J. De Witt, Jeffrey F. Naughton, John C. Shafer, Shivakumar Venkataraman

January 1996 The VLDB Journal — The International Journal on Very Large Data Bases,

Volume 5 Issue 1

Full text available: pdf(151.09 KB) Additional Information: full citation, abstract, index terms

In this paper we describe the design and implementation of *ParSets*, a means of exploiting parallelism in the SHORE OODBMS. We used ParSets to parallelize the graph traversal portion of the OO7 OODBMS benchmark, and present speedup and scaleup results from parallel SHORE running these traversals on a cluster of commodity workstations connected by a standard ethernet. For some OO7 traversals, SHORE achieved excellent speedup and scaleup; for other OO7 traversals, only marginal speedup and s ...

**Keywords:** ParSets - Parallelism - SHORE - Object-oriented database management systems

#### <sup>11</sup> Silhouette clipping

Pedro V. Sander, Xianfeng Gu, Steven J. Gortler, Hugues Hoppe, John Snyder
July 2000 Proceedings of the 27th annual conference on Computer graphics and
interactive techniques

Full text available: pdf(6.31 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

Approximating detailed with coarse, texture-mapped meshes results in polygonal

silhouettes. To eliminate this artifact, we introduce silhouette clipping, a framework for efficiently clipping the rendering of coarse geometry to the exact silhouette of the original model. The coarse mesh is obtained using progressive hulls, a novel representation with the nesting property required for proper clipping. We describe an improved technique for constructing texture and normal maps over this coarse ...

Keywords: level of detail algorithms, rendering algorithms, texture mapping, triangle decimation

## 12 Automating program analysis

Timothy Hickey, Jacques Cohen January 1988 Journal of the ACM (JACM), Volume 35 Issue 1

Full text available: pdf(2.49 MB)

Additional Information: full citation, abstract, references, citings, index <u>terms</u>

The first part of the paper shows that previous theoretical work on the semantics of probabilistic programs (Kozen) and on the correctness of performance annotated programs (Ramshaw) can be used to automate the average-case analysis of simple programs containing assignments, conditionals, and loops. A performance compiler has been developed using this theoretical foundation. The compiler is described, and it is shown that special cases of symbolic simplifications of formulas play a major ro ...

## 13 The complexity of acyclic conjunctive queries

May 2001 Journal of the ACM (JACM), Volume 48 Issue 3

Full text available: pdf(566.16 KB) Additional Information: full citation, references, citings, index terms, review

**Keywords**: CSP, LOGCFL, acyclic hypergraph, algorithm, bounded treewidth, conjunctive query, constraint, constraint satisfaction problem, database theory, degree of cyclicity, hinge, join tree, parallel algorithm, query containment, qury-idth, subsumption, tree query

## 14 Distance browsing in spatial databases

Gísli R. Hjaltason, Hanan Samet

June 1999 ACM Transactions on Database Systems (TODS), Volume 24 Issue 2

Full text available: pdf(460.81 KB)

Additional Information: full citation, abstract, references, citings, index terms

We compare two different techniques for browsing through a collection of spatial objects stored in an R-tree spatial data structure on the basis of their distances from an arbitrary spatial query object. The conventional approach is one that makes use of a k-nearest neighbor algorithm where k is known prior to the invocation of the algorithm. Thus if m < kneighbors are needed, the k-nearest neighbor alg ...

Keywords: R-trees, distance browsing, hiearchical spatial data structures, nearest neighbors, ranking

## 15 Structured hypertext with domain semantics

Weigang Wang, Roy Rada

October 1998 ACM Transactions on Information Systems (TOIS), Volume 16 Issue 4

Full text available: pdf(593.99 KB)

Additional Information: full citation, abstract, references, citings, index terms

One important facet of current hypertext research involves using knowledge-based techniques to develop and maintain document structures. A semantic net is one such technique. However, most semantic-net-based hypertext systems leave the linking consistency of the net to individual users. Users without guidance may accidentally introduce structural and relational inconsistencies in the semantic nets. The relational inconsistency hinders the creation of domain information models. The structura ...

Keywords: graph theory, hypertext models, hypertext structures

## 16 Natural semantics as a static program analysis framework

Sabine Glesner, Wolf Zimmermann

May 2004 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 26 Issue 3

Full text available: pdf(649.73 KB) Additional Information: full citation, abstract, references, index terms

Natural semantics specifications have become mainstream in the formal specification of programming language semantics during the last 10 years. In this article, we set up sorted natural semantics as a specification framework which is able to express static semantic information of programming languages declaratively in a uniform way and allows one at the same time to generate corresponding analyses. Such static semantic information comprises context-sensitive properties which are checked in the s ...

**Keywords:** Natural semantics, compiler generators, constraint solving, fixed-point program analyses, semantic analysis, static program analysis

## 17 Multi-pass pipeline rendering: realism for dynamic environments

Paul J. Diefenbach, Norman I. Badler

April 1997 Proceedings of the 1997 symposium on Interactive 3D graphics

Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

## 18 On accessing object-oriented databases: expressive power, complexity, and restrictions

Richard Hull, Jianwen Su

June 1989 ACM SIGMOD Record, Proceedings of the 1989 ACM SIGMOD international conference on Management of data, Volume 18 Issue 2

Full text available: pdf(1.43 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>, <u>review</u>

A formal framework for studying the expressive power and complexity of OODB queries is developed. Three approaches to modeling sets are articulated and compared. The class of regular OODB schemas supports the explicit representation of set-valued types. Using an object-based semantics for sets, the regular schemas correspond to most implemented OODB systems in the literature; a value-based semantics for sets is also introduced. Without rest ...

## 19 Parallelism in processing queries on complex objects

T. Harder, H. Schoning, A. Sikeler

January 2000 Proceedings of the first international symposium on Databases in parallel and distributed systems

Full text available: pdf(1.60 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

Complex objects to support non-standard database applications require the use of

substantial computing resources because their powerful operations and their related integrity constraints must be performed and maintained in an interactive environment. Since the exploitation of parallelism within such operations seems to be promising, we investigate the principal approaches for processing a query on complex objects (molecules) in parallel. A number of arguments favor methods based on inter-mo ...

Traversals of object structures: Specification and Efficient Implementation

Karl Lieberherr, Boaz Patt-Shamir, Doug Orleans

March 2004 ACM Transactions on Programming Languages and Systems (TOPLAS),

Volume 26 Issue 2

Full text available: pdf(333.93 KB)

Additional Information: full citation, abstract, references, index terms, review

Separation of concerns and loose coupling of concerns are important issues in software enginnering. In this paper we show how to separate traversal-related concerns from other concerns, how to loosely couple traversal-related concerns to the structural concern, and how to efficiently implement traversal-related concerns. The stress is on the detailed description of our algorithms and the traversal specifications they operate on. Traversal of object structures is a ubiquitous routine in most types ...

**Keywords**: Aspect-oriented programming, Low of Demeter, adaptive programming, class graphs, object graphs, strategy graphs, structure-shy software

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